

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1-52 (Cancelled).

53. (Previously presented) A gaming system, comprising:

a plurality of game terminals, each game terminal including

means for receiving a wager amount for a game from a player,

means for executing an application program in response to an externally-generated random number,

means for displaying the result of the game, and

means for transmitting game information for each game for which the wager amount was received; and

a central controller, connected to each of the plurality of game terminals, and including

means for receiving, from the game terminals, the transmitted game information for each game for which the wager amount was received; and

means for adjusting player account information after each game for which a wager amount was received.

54. (Previously presented) The system of claim 53, wherein the game terminal further includes means for receiving player identification information from the player.

55. (Previously presented) The system of claim 53, wherein the game terminals do not accept coins.

56. (Previously presented) The system of claim 53, wherein the game terminals do not accept bills.

57. (Previously presented) The system of claim 53, wherein the game information includes at least one of the result of the game, the wager amount, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

58. (Previously presented) The system of claim 53, wherein the central controller further includes means for adjusting player account information of the player after each game according to the result of the game for which the wager amount was received.

59. (Previously presented) The system of claim 58, wherein the adjusting means in the central controller includes:

means for crediting the player account information when the player wins the game, and

means for debiting the player account information when the player loses the game.

60. (Previously presented) A gaming system, comprising:

a plurality of game terminals, each game terminal including

means for receiving a game choice and a wager amount for a game from a player,

means for determining the result of the game, and

means for transmitting game information after the wager amount is received, the game information including the wager amount; and

a central controller, connected to each of the plurality of game terminals, and including

means for receiving, from the game terminals, the transmitted game information after the wager amount is received.

61. (Previously presented) The system of claim 60, wherein the game terminal further includes means for receiving player identification information from the player.

62. (Previously presented) The system of claim 60, wherein the game terminals do not accept coins.

63. (Previously presented) The system of claim 60, wherein the game terminals do not accept bills.

64. (Previously presented) The system of claim 60, wherein the game information further includes at least one of the result of the game, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

65. (Previously presented) The system of claim 60, wherein the central controller further includes means for adjusting player account information of the player after each game according to the result of the game for which the wager amount was received.

66. (Previously presented) The system of claim 65, wherein the adjusting means in the central controller includes:

means for crediting the player account information when the player wins the game, and

means for debiting the player account information when the player loses the game.

67. (Currently amended) A gaming system, comprising:

a plurality of game terminals, each game terminal including

means for receiving a game choice and a wager amount for a game from a player,

means for executing an application program in response to an externally-generated random number,

means for displaying the result of the game, and

means for transmitting player activity and game information on a per-game basis;  
and

a central controller, connected to each of the plurality of game terminals, and including  
means for receiving, from the game terminals, the transmitted player activity  
information for each game for which the wager amount was received, and

means for adjusting player account information of the player after each game  
according to the result of the game for which the wager amount was received.

68. (Previously presented) The system of claim 67, wherein the game terminal further  
includes means for receiving player identification information from the player.

69. (Previously presented) The system of claim 67, wherein the game terminals do not  
accept coins.

70. (Previously presented) The system of claim 67, wherein the game terminals do not  
accept bills.

71. (Previously presented) The system of claim 67, wherein the adjusting means in the  
central controller includes:

means for crediting the player account information when the player wins the game, and

means for debiting the player account information when the player loses the game.

72. (Canceled)

73. (Previously presented) A method of operating games in a system that includes a  
plurality of game terminals and a central controller, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount  
for a game, from a player;

displaying the result of the game; and  
transmitting, by one of the plurality of game terminals, game information to the central controller after each game for which the wager amount was received.

74. (Previously presented) The method of claim 73, further comprising receiving, at one of the plurality of game terminals, player identification information from the player.

75. (Previously presented) The method of claim 73, wherein receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game includes receiving, at one of the plurality of game terminals that does not accept coins, a game choice and a wager amount for a game.

76. (Previously presented) The method of claim 73, wherein receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game includes receiving, at one of the plurality of game terminals that does not accept bills, a game choice and a wager amount for a game.

77. (Previously presented) The method of claim 73, wherein transmitting, by one of the plurality of game terminals, game information to the central controller after each game for which the wager amount was received comprises transmitting game information including at least one of the result of the game, the wager amount, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time to the central controller.

78. (Previously presented) The method of claim 77, further comprising adjusting, by the central controller, player account information of the player after each game according to the result of the game for which the wager amount was received.

79. (Previously presented) The method of claim 78, wherein adjusting player account information includes:

crediting the player account information when the player wins the game, and  
debiting the player account information when the player loses the game.

80. (Currently amended) A method of operating games in a system that includes a plurality of game terminals and a central controller for storing a player account balance, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game, from a player;

executing an application program at one of the plurality of game terminals in response to an externally-generated random number,

displaying, by the one of the plurality of game terminals, the result of the game; and

transmitting, by one of the plurality of game terminals, player activity and game information to the central controller on a per-game basis to enable the central controller to adjust the player account balance on a per-game basis.

81. (Previously presented) The method of claim 80, further comprising receiving, at one of the plurality of game terminals, player identification information from the player.

82. (Previously presented) The method of claim 80, wherein receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game includes receiving, at one of the plurality of game terminals that does not accept coins, a game choice and a wager amount for a game.

83. (Previously presented) The method of claim 80, wherein receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game includes receiving, at one of the plurality of game terminals that does not accept bills, a game choice and a wager amount for a game.

84. (Currently amended) The method of claim 80, further comprising transmitting, by one of the plurality of game terminals, additional player activity information to the central controller after each game for which the wager amount was received, the additional player activity and game information including at least one of the result of the game, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

85. (Previously presented) The method of claim 80, further comprising adjusting, by the central controller, player account information of the player after each game according to the result of the game for which the wager amount was received.

86. (Previously presented) The method of claim 85, wherein adjusting player account information includes:

crediting the player account information when the player wins the game, and

debiting the player account information when the player loses the game.

87. (Currently amended) A method of operating games in a system that includes a plurality of game terminals and a central controller, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game, from a player;

executing an application program at one of the plurality of game terminals in response to an externally-generated random number;

displaying, by the one of the plurality of game terminals, the result of the game;  
transmitting, by one of the plurality of game terminals, player activity and game  
information to the central controller on a per-game basis; and  
adjusting, by the central controller, player account information of the player on a per-  
game basis.

88. (Previously presented) The method of claim 87, further comprising receiving, at one  
of the plurality of game terminals, player identification information from the player.

89. (Previously presented) The method of claim 87, wherein receiving, at one of the  
plurality of game terminals, a game choice and a wager amount for a game includes receiving, at  
one of the plurality of game terminals that does not accept coins, a game choice and a wager  
amount for a game.

90. (Previously presented) The method of claim 87, wherein receiving, at one of the  
plurality of game terminals, a game choice and a wager amount for a game includes receiving, at  
one of the plurality of game terminals that does not accept bills, a game choice and a wager  
amount for a game.

91. (Previously presented) The method of claim 87, wherein adjusting player account  
information includes:

crediting the player account information when the player wins the game, and  
debiting the player account information when the player loses the game.

92. (Currently amended) The method of claim 87, further comprising transmitting, by  
one of the plurality of game terminals, additional player activity and game information to the  
central controller after each game for which the wager amount was received, the additional



player activity and game information including at least one of the wager amount, result of the game, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

93. (Currently amended) A game terminal for a gaming system that includes a central controller, the game terminal comprising:

means for receiving a game choice and a wager amount for a game from a player;

means for executing an application program in response to an externally-generated random number;

means for displaying the result of the game; and

means for transmitting player activity and game information to the central controller each time a wager amount is received.

94. (Canceled)

95. (Previously presented) The game terminal of claim 93, further comprising means for receiving player identification information from the player.

96. (Previously presented) The game terminal of claim 93, wherein the game terminal does not accept coins.

97. (Previously presented) The game terminal of claim 93, wherein the game terminal does not accept bills.

98. (Currently amended) A game terminal for a gaming system that includes a central controller, the game terminal comprising:

means for receiving a game choice and a wager amount for a game from a player;

means for displaying the result of the game; and

means for transmitting player activity and game information to the central controller after each game for which the wager amount was received to enable the central controller to update a player account on a per-game basis.

99. (Canceled)

100. (Previously presented) The game terminal of claim 98, further comprising means for receiving player identification information from the player.

101. (Previously presented) The game terminal of claim 98, wherein the game terminal does not accept coins.

102. (Previously presented) The game terminal of claim 98, wherein the game terminal does not accept bills.

103-111. (Cancelled.)

112. (Currently amended) A method of operating games in a system that includes a plurality of game terminals and a central controller, wherein the game terminals execute application programs in response to an externally-generated random number and display a result of a game, the method comprising:

communicating with each of the plurality of game terminals;

receiving player activity and game information from the game terminals for each game for which a wager amount was received by the game terminals, the player activity and game information including the wager amount; and

adjusting player account information on a per-game basis.

113. (Currently amended) The method of claim 112, further comprising receiving, at the central controller, additional player activity and game information after each game for which a

wager amount was received by the game terminals, the additional player activity and game information including at least one of the result of the game, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

114. (Previously presented) The method of claim 112, wherein adjusting player account information on a per-game basis further comprises adjusting, at the central controller, player account information after each game according to the result of the game for which the wager amount was received.

115-118. (Cancelled)

119. (Currently amended) A computer-readable medium containing instructions for causing a computer to perform a method of operating games in a system that includes a plurality of game terminals and a central controller, wherein the game terminals execute application programs in response to an externally-generated random number and display a result of a game, the method comprising:

communicating with each of the plurality of game terminals; and

receiving, at the central controller, player activity and game information from the game terminals for each game for which a wager amount was received by the game terminals, the game information including the wager amount; and

adjusting player account information on a per-game basis.

120. (Currently amended) The computer-readable medium of claim 119, wherein the method further comprises receiving, at the central controller, additional player activity and game information after each game for which a wager amount was received by the game terminals, the additional player activity information including at least one of the result of the game, player's

updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

121. (Previously presented) The computer-readable medium of claim 119, wherein the adjusting of player account information further comprises adjusting, at the central controller, player account information after each game according to the result of the game for which the wager amount was received.

122. (Previously presented) A computer-readable medium containing instructions for causing a computer to perform a method of operating games in a system that includes a plurality of game terminals and a central controller, wherein the game terminals execute application programs in response to an externally-generated random number and display a result of a game, the method comprising:

communicating with each of the plurality of game terminals;

receiving, at the central controller, game information from the game terminals each time a wager amount is received by the game terminals; and

adjusting, at the central controller, player account information according to the result of the game for which the wager amount was received.

123. (Previously presented) The computer-readable medium of claim 122, wherein the method further comprises receiving, at the central controller, additional game information after each game for which a wager amount was received by the game terminals, the additional game information including at least one of the wager amount, result of the game, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

124. (Currently amended) A gaming system, comprising:  
a plurality of game terminals, each terminal including  
means for receiving a game choice and a wager amount for a game from a player,  
means for determining the result of the game using a set of random numbers, and  
means for transmitting the result after each game for which the game choice was  
received; and  
a central controller, connected to each of the plurality of game terminals, and including  
means for receiving the result from the game terminals after each game for which  
the game choice was received by the game terminals.

125. (Previously presented) The system of claim 124, wherein each game terminal  
further includes means for receiving player identification information from the player.

126. (Previously presented) The system of claim 124, further comprising a game server,  
connected to the plurality of game terminals, the game server including means for sending to the  
game terminals the set of random numbers.

127. (Previously presented) The system of claim 124, wherein each game terminal  
includes means for generating the set of random numbers.

128. (Previously presented) The system of claim 124, wherein the central controller  
includes a game server for generating the set of random numbers.

129. (Currently amended) A gaming system, comprising:  
a plurality of game terminals, each game terminal including

means for receiving a game choice and a wager amount for a game from a player,  
means for determining the result of the game using a set of random numbers, and

means for transmitting the result after each game for which the game choice was received; and

a central controller, connected to each of the plurality of game terminals, and including means for receiving the result from the game terminals after each game for which the game choice was received by the game terminals, and

means for adjusting player account information of the player after each game according to the result of the game received from the game terminal.

130. (Previously presented) The system of claim 129, wherein each game terminal further includes means for receiving player identification information from the player.

131. (Previously presented) The system of claim 129, further comprising a game server, connected to the plurality of game terminals, the game server including means for sending to the game terminals the set of random numbers.

132. (Previously presented) The system of claim 129, wherein each game terminal includes means for generating the set of random numbers.

133. (Previously presented) The system of claim 129, wherein the central controller includes a game server for generating the set of random numbers.

134. (Previously presented) A method of operating games in a system that includes a plurality of game terminals and a central controller, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game, from a player;

determining the result of the game using a set of random numbers; and

transmitting, by one of the plurality of game terminals, game information to the central controller after each game for which the wager amount was received, the game information including the result of the game.

135. (Previously presented) The method of claim 134, further comprising receiving the set of random numbers from a game server.

136. (Previously presented) The method of claim 134, further comprising generating the set of random numbers within the game terminals.

137. (Previously presented) The method of claim 134, further comprising receiving the set of random numbers from the central controller.

138. (Previously presented) The method of claim 134, further comprising transmitting, by one of the plurality of game terminals, additional game information to the central controller after each game for which the wager amount was received, the additional game information including at least one of the wager amount, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.

139. (Previously presented) A method of operating games in a system that includes a plurality of game terminals and a central controller, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game, from a player;

determining the result of the game using a set of random numbers;

transmitting, by one of the plurality of game terminals, game information to the central controller after each game for which the wager amount was received, the game information including the result of the game and the wager amount; and

adjusting, by the central controller, player account information of the player after each game according to the result of the game for which the wager amount was received.

140. (Previously presented) The method of claim 139, further comprising receiving the set of random numbers from a game server.

141. (Previously presented) The method of claim 139, further comprising generating the set of random numbers within the game terminals.

142. (Previously presented) The method of claim 139, further comprising receiving the set of random numbers from the central controller.

143. (Currently amended) A gaming method, comprising:  
receiving, at a game terminal, a game choice and a wager amount for a game from a player;

displaying, at the game terminal, the result of the game; and  
transmitting, from the game terminal to a central controller, player activity and game information after each game for which the wager amount was received to enable the central controller to update a player account on a per-game basis.

144. (Previously presented) The method of claim 143, further comprising receiving, at the game terminal, player identification information from the player.

145. (Currently amended) A central controller for a gaming system that includes a plurality of game terminals, wherein the game terminals execute application programs in response to an externally-generated random number and display a result of a game, the central controller comprising:

a database to store player account balances for a plurality of players;



an interface to receive, from the plurality of game terminals, player activity and game information each time a wager amount is received by a game terminal; and

a processor for adjusting the player account balances after each game for which a wager amount is received by the game terminals.

146. (Previously presented) The central controller of claim 145, further comprising:  
an interface to send, to the plurality of game terminals, the adjusted player account balance for each game for which a wager amount is received by the game terminals.

147. (Currently amended) A method of operating games in a system that includes a plurality of game terminals connected to a central controller, wherein the game terminals execute application programs in response to an externally-generated random number, the method comprising:

storing player account balances for a plurality of players;  
receiving, from the plurality of game terminals, player activity and game information every time a wager amount is received by the game terminal; and  
adjusting a player account balance after each game for which a wager amount is received by the game terminals.

148. (Previously presented) The central controller of claim 147, further comprising:  
sending, to at least one of the plurality of game terminals, the adjusted player account balance for each game for which a wager amount is received by the game terminals.

149. (Previously presented) A gaming system comprising:  
a plurality of game terminals that execute application programs in response to an externally-generated random number; and

a central computer, connected to each of the plurality of game terminals, and including  
a database for storing player account information for a plurality of players, and  
a processor for updating player account information on a per-game basis.

150. (Currently amended) A game terminal for a gaming system that includes a central controller for storing player account information for a plurality of players, the game terminal comprising:

an input device to receive a wager amount for a game from the player;  
an application program to execute in response to an externally-generated random number;  
a display to display the result of the game; and  
an interface to send, to the central controller, player activity and game information each time a wager amount is received by the input device to enable the central controller to update player account information on a per-game basis.

151. (Previously presented) The method of claim 80, further comprising:  
receiving an adjusted player account balance from the central controller.

152. (Previously presented) The method of claim 80, further comprising:  
receiving a game result from the central computer.

153. (Previously presented) The method claim 151, further comprising:  
determining an adjusted player account balance independently of adjusted player account balance received from the central computer.

154. (Previously presented) The method of claim 153, further comprising:  
comparing the adjusted player account balance received from the central controller to the adjusted player account balance determined independently.

155. (Currently amended) A central controller for a gaming system that includes a plurality of game terminals, wherein the game terminals execute application programs in response to an externally-generated random number and display a result of a game, the central controller comprising:

a database to store player account balances for a plurality of players;  
an interface to receive, from the plurality of game terminals, player activity and game information on a per-game basis; and  
a processor to adjust a player account balance on a per-game basis.

156. (Previously presented) The central controller of claim 155, wherein the processor adjusts a player account balance after each game for which a wager amount is received by the game terminals.

157. (Currently amended) The central controller of claim 155, wherein the interface receives player activity and game information comprising at least one of the wager amount, result of the game, player's updated account balance, a player terminal number, a game type code, a game number, a date, and a time.